THE NEVERENDING STORY

A Graphics-Text Adventure

Datasoft®

REQUIREMENTS – Commodore 64™/Commodore 128™

- Commodore 64 or Commodore 128 computer
- 1541 or 1571 disk drive
- TV or video monitor
- THE NEVERENDING STORY game disk
- Blank, formatted disk (Save-Game disk, optional)

GETTING STARTED

1. Turn off computer and remove all cartridges.
2. Turn on power to TV or monitor and disk drive.
3. Insert THE NEVERENDING STORY game disk into drive and close the door.
4. Turn on computer (with C-128, hold down Commodore key while turning on computer). When READY appears on the screen, type LOAD"*",8,1 and press RETURN. Leave disk in drive during play. There are three levels to the game. When one level is solved, the next level loads automatically.
5. When the title screen appears, press the SPACE BAR. Press the SPACE BAR again when the credits screen appears.
6. The prompt *Restore a saved game?* appears. Press N if you're just starting a game. If you already have a game on a Save-Game disk, don't press N. Remove THE NEVERENDING STORY disk from the drive. Insert the Save-Game disk and press Y. When prompted, type the file name of the game you want to resume and press RETURN.

Note: Anytime you see the prompt *Error! Insert correct disk. Hit space to retry,* remove the Save-Game disk from the drive and insert THE NEVERENDING STORY disk. Press the SPACE BAR.

Save a game by typing SAVE. Press RETURN. *Remove game disk from drive* and insert a formatted disk. Type a file name, as prompted, and hit RETURN. *Never try to save a game on THE NEVERENDING STORY disk!* Once the game is saved, remove the Save-Game disk from the drive and replace THE NEVERENDING STORY game disk to continue play. Keep a written list of file names so you don't have to memorize what's on your Save-Game disk.

File Names Before beginning play, you can get a list of file names on the Save-Game disk. Turn off your computer. Turn on the disk drive, insert the Save-Game disk, and turn on the computer. When READY appears on the screen, type LOAD"$", 8 and press RETURN. When READY appears again, type LIST and press RETURN. Press CTRL to scroll slowly. Refer to your computer user's manual for instructions to delete unwanted saved games from the disk.

To load a saved game during gameplay, remove game disk from drive. Insert Save-Game disk and type LOAD. When prompted, type the appropriate file name and press RETURN.

REQUIREMENTS – Atari® Home Computer Systems

- Atari Home Computer (64k)
- Compatible disk drive
- TV or video monitor
- THE NEVERENDING STORY game disk
- Blank, formatted disk (Save-Game disk, optional)

GETTING STARTED

1. Turn off computer and remove all cartridges.
2. Turn on power to TV or monitor and disk drive.
3. Insert THE NEVERENDING STORY game disk into drive and close the door.
4. Turn on computer. Leave disk in drive during play. There are three levels to the game. When one level is solved, the next level loads automatically.
5. When the title screen appears, press the SPACE BAR. Press the SPACE BAR again when the credits screen appears.
6. The prompt *Restore a saved game?* appears. Press N to start a new game. If you already have a game on a Save-Game disk, press Y. At the prompt, remove THE NEVERENDING STORY disk from the drive. Insert the Save-Game disk, press RETURN, and a list of saved games (1-8) appears. Select the number of the game you want to resume. When prompted, remove the Save Game disk from the drive, insert THE NEVERENDING STORY disk, and press RETURN.

Save a game by typing SAVE. Press RETURN and follow the prompts. You can save up to 8 games on your Save-Game disk. *Never try to save a game on THE NEVERENDING STORY game disk!* If all 8 save-game positions are full, select the number of a saved game you no longer need. Type in the new file name, as prompted, and press RETURN. The new game is saved over the old one.

To load a saved game during gameplay, type LOAD and press RETURN. Follow the prompts.

GAME CONTROLS AND INDICATORS

Pause game by typing PAUSE. Press SPACE BAR to continue.

To let time pass, type WAIT.

Background music is turned off by typing NOMUSIC. To turn music on, type MUSIC.

To end the game in progress without Saving it, type QUIT. Follow the prompts.

LANGUAGE

In an adventure game, the way you use words is crucial. The normal rules of English don't always apply. For example, you can say RIDE NORTH, but you can't say RIDE HORSE. HORSE is not a direction.

To type in more than one command at a time, use AND. **Example:** GET APPLE AND GO EAST.

Below is a list of acceptable *Verbs* for THE NEVERENDING STORY. *Verbs* in this game aren't necessarily actual verbs. They are simply words that cause action. The letters in parentheses can be used instead of the entire word. You only need to type the first three letters of most commands to be understood. **Example:** INV for INVENTORY. Exceptions to this are words beginning with NOR and SOU; use the parenthetical abbreviations for these.

ATTACK	GO	READ
BLOW	HIT	REMOVE
CLIMB	INVENTORY	RIDE
CLOSE	LIGHT	SAY
CUT	LOCK	SMASH
DOWN (D)	LOOK (L)	SOUTH (S)
DROP	NORTH (N)	SOUTHEAST (SE)
EAST (E)	NORTHEAST (NE)	SOUTHWEST (SW)
EAT	NORTHWEST (NW)	TIE
ENTER	OPEN	UNLOCK
FLY	OUT	UP (U)
GET	PULL	WEST (W)

HINTS

- It's a good idea to make a map to keep track of your progress.
- There is a use for most items you find in the adventure. Some items are more important than others. If you can't use something in one level, save it for later. Level 1 has 9 items; Level 2 has 8 items; and Level 3 has 3 items.
- Objects you collect and companions accompanying you are displayed on the screen. You can only have five items and one companion at a time. Typing INV gives you a list of the items on the screen.
- If you spend too long contemplating your next move, time passes. Remember, The Nothing is consuming Fantasia at an alarming rate. Letting time pass without a good reason can be fatal! Pause the game if you need time to think.
- Save the game just before entering a new level. This way, if you've left behind something you need, it's easy to go back for it.
- Beware of false staircases.
- Don't be greedy on Level 3!

THE STORY

It is a dark and stormy afternoon. Bastian Balthazar Bux sits in a dusty old attic, engrossed in the mysterious book he found in an antique bookshop. The NEVERENDING STORY is the tale of Fantasia, land of imagination and wonder. The more he reads, the more Bastian becomes a part of Fantasia.

As Atreyu, boy of Fantasia's Western Plains, you are frantically searching for a way to make Bastian truly believe in your world. Without Bastian's faith, Fantasia will be destroyed by The All-Consuming Nothing.

Find Auryn, the silver and gold medallion that symbolizes the strength of Fantasia. Search for other objects to help you in the quest. The only way to achieve your goal is to find a way into the Ivory Tower and restore the ailing Empress.

Falkor, the Luckdragon, befriends the bearer of Auryn. Others you meet in your travels may help or hinder your mission. It's up to you to know friend from foe.

Gather your wits, your courage, and your faith in Fantasia; get ready to do battle with that fearsome force, The Nothing.

CREDITS

Produced by D. C. Ward
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Commodore 64 NTSC translation by Ken Jordan
Atari Translation by Dan Pinal
Documentation by Kathi B. Tremblay with Amy Margowsky

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Join forces with Sherlock Holmes, travel the streets and alleys of Victorian London, and gather clues that will lead to the solution of some of the most intriguing cases ever faced by the famous detective and his sidekick, Dr. Watson. This adventure-strategy game, complete with 30 cases (additional 30-case disks available), is designed for 1-4 players on the Commodore-64/128, Apple II series, and Atari 8-bit computers.

CROSSCHECK™

Here's the ultimate challenge for word game fans. Gameplay is a combination of strategy and crossword puzzling that allows up to four players, including children. Optional word-clue disks are available to provide even more hours of fun. CROSSCHECK is great family entertainment for the Commodore-64/128, Atari 8-bit, Apple II series, and IBM PC/PC jr computers.

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As a 21st century soldier of fortune, you crash land on the war torn planet, Targ. Each side in the alien conflict tries to recruit you and offers great rewards for your service. In this unique flight simulation adventure, you fly above the planet, travel on its surface, and explore underground. 3-D vector graphics and combined keyboard and joystick action give you a new perspective in gaming on your Commodore-64/128 or Atari 8-bit computer.

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MIND PURSUIT™

Three difficulty levels and an animated game-board option make this new game fun for children, yet challenging for adults. Set the question timer for a tougher game. Up to four individuals or teams can play, making this a game the whole family can enjoy. Music and graphics clues vary the game play and more Question Disks are available. Play MIND PURSUIT on your Commodore-64/128 or Apple II series computer.

PING-PONG™

Test your agility and reflexes in this new table tennis simulation game. Pit yourself against the computer or another opponent. Four skill levels, from very slow to very fast, make this an ideal game for the whole family. Available for Commodore-64/128 and Atari 8-bit computers.

. . . WE CHALLENGE YOU!™

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